

CLAIMS

What is claimed is:

1. A consecutive reading method for a computer game for reading field data from a storage device into a memory in a computer, the method comprising the steps of:

reading as a plurality of segments the field data to be resident in memory and displayed on a monitor screen;
deleting field data in segments resident in memory and reading new field data into memory based on the player's progress in the game.

2. A consecutive reading method for a computer game as recited in claim 1, wherein the field data comprises:
graphics data to be displayed on the monitor screen;
and
texture data accompanying the graphics data.

3. A consecutive reading method for a computer game as recited in claim 1, wherein the field data is divided into units of a maximum size that can be read in one random access.

4. A consecutive reading method for a computer game as recited in claim 1, wherein the segments comprise sector units equivalent to the smallest unit that can be read from the storage device.

5. A consecutive reading method for a computer game as

recited in claim 1, further comprising the step of determining whether or not to display the field data by referencing a table stored in memory, the table comprising such data as the model number corresponding to the graphics region, the starting
5 position of the sector in memory, the sector length, the center position of the graphics model, and the radius of the graphics model.

6. A consecutive reading method for a computer game as
10 recited in claim 1, further comprising the steps of:
predetermining a number of buffers for storing field data;
sorting field data to be displayed in the player's field of view in order from the point of observation; and
15 discarding requests for displaying field data when the number of field data exceed the number of buffers.

7. A recording medium for storing computer programs using the consecutive reading method recited in any of claims 1
20 through 6 and data read by the computer programs.